

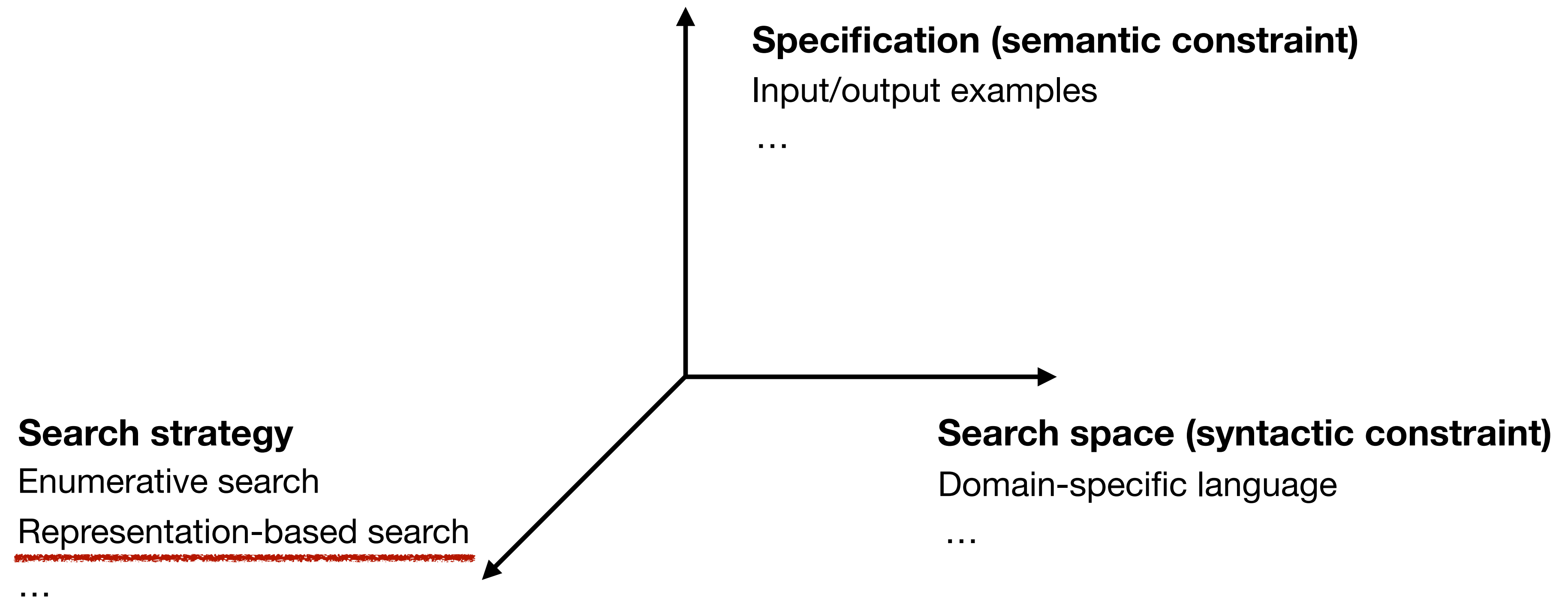
# Program Reasoning

## 13. Representation-based Search

Kihong Heo

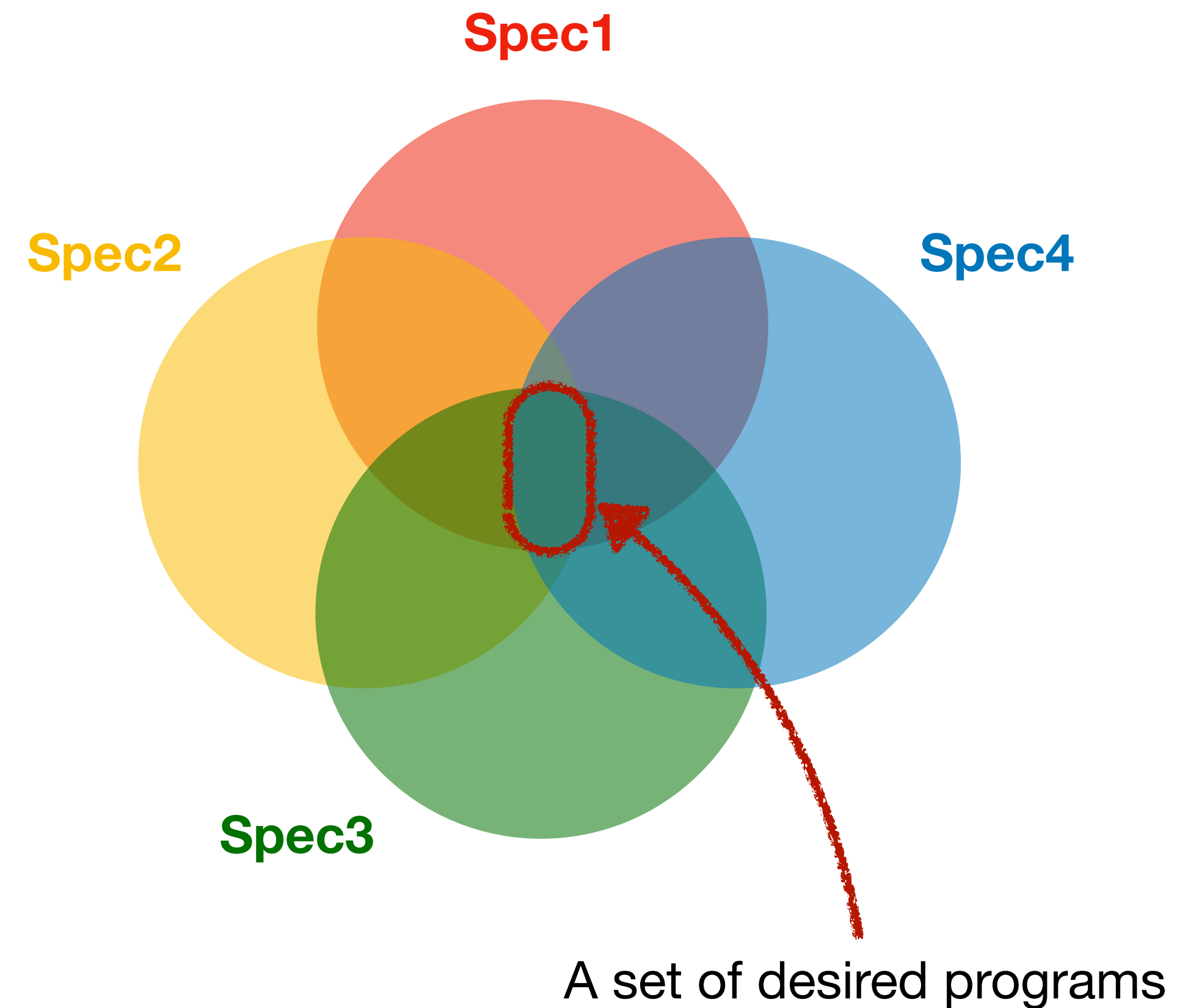


# Dimensions in Program Synthesis



# Goal: Finding a Set of Programs

- So far: search for a single solution
  - Enumerate one-by-one
- This lecture: search for a set of solutions
  - Return multiple results then rank them
  - Space-efficient search



# Representation-based Search

- Idea:
  - Build a data structure that concisely represents a set of programs
  - Extract solutions from that data structure
- Two well-known methods
  - Version space algebra (VSA)
  - Finite tree automata (FTA)

# Version Space

- Hypothesis: a function that takes an input and an output
- Hypothesis space  $H$ : a set of all hypotheses (i.e. programs)
- Version space  $VS_{H,D} \subseteq H$ : a set of programs that satisfy the examples in the given dataset
  - $D = \{(in_i, out_i)\}_i$ : a set of input-output examples
  - $h \in VS_{H,D} \iff \forall i, o \in D. h(i) = o$

# Version Space Algebra

- A set of operations to manipulate and compose version space
- Operations on version spaces:
  - $\text{learn}(i, o)$ : construct a version space of functions consistent with  $(i, o)$
  - $VS_1 \cap VS_2, VS_1 \cup VS_2$ : intersection and union of two version spaces
  - $\text{pick } VS$ : pick a function from version space  $VS$
- Synthesis idea: use of compact symbolic representation for the version spaces

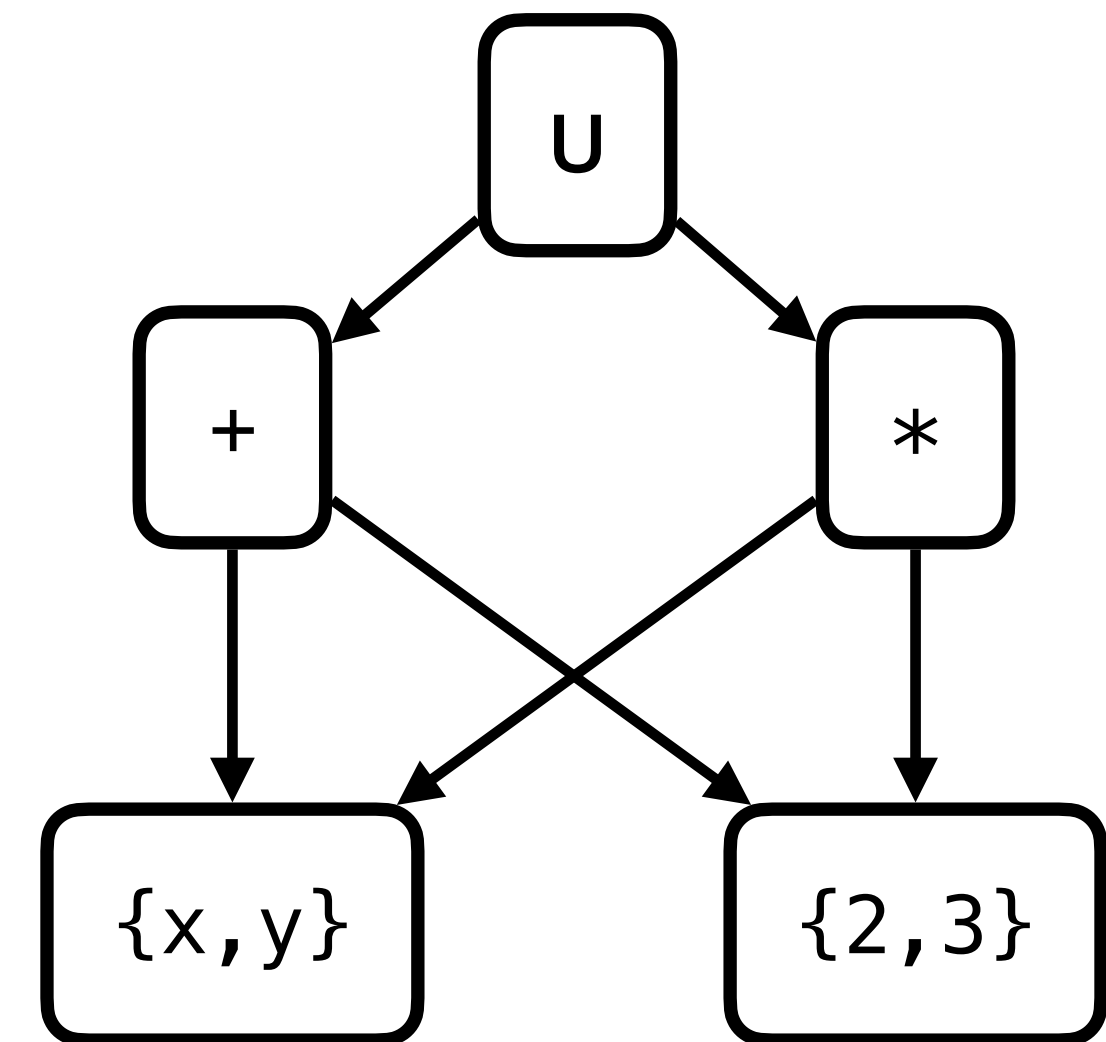
# Syntax of VSA

- Grammar of VSA

$$\tilde{P} ::= \{P_1, \dots, P_k\} \mid \mathbf{U}(\tilde{P}_1, \dots, \tilde{P}_k) \mid F_{\bowtie}(\tilde{P}_1, \dots, \tilde{P}_k)$$

- Example:  $\{x+2, x+3, y+2, y+3, x*2, x*3, y*2, y*3\}$

$$\mathbf{U}(+_{\bowtie}(\{x, y\}, \{2, 3\}), *_{\bowtie}(\{x, y\}, \{2, 3\}))$$

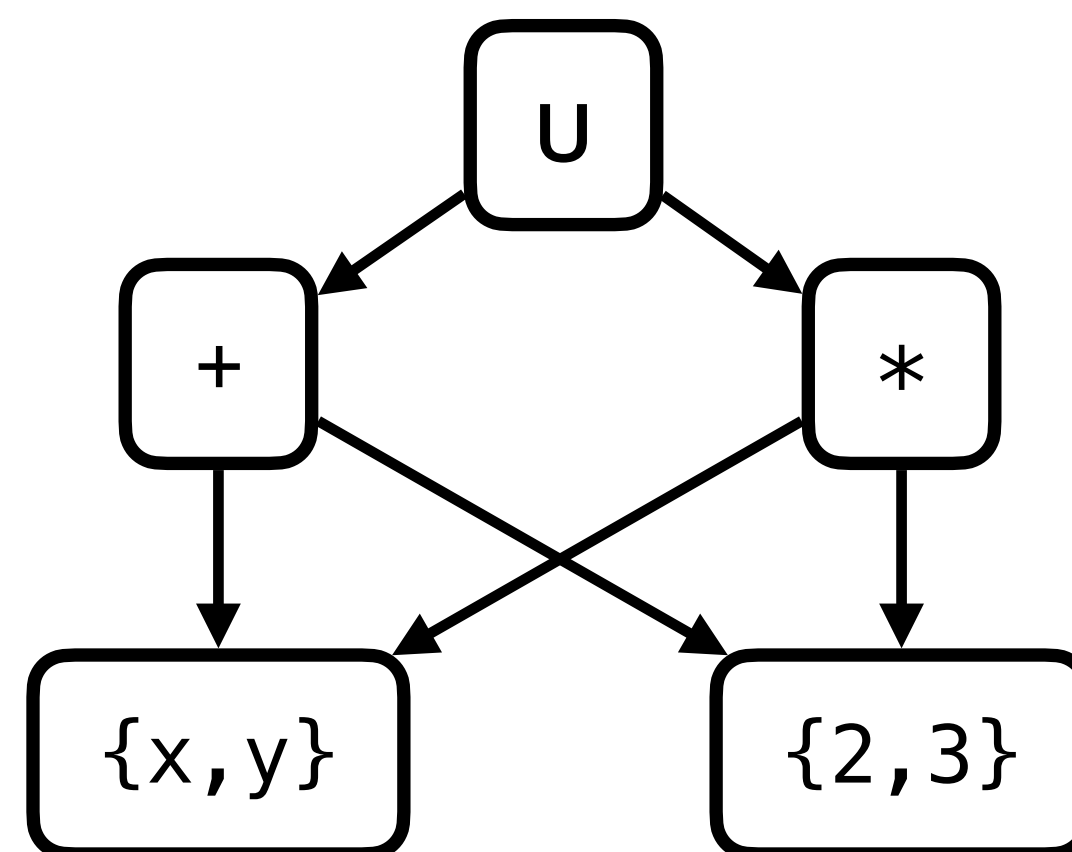


# Semantics of VSA

- A program  $P$  is an element of a VSA

$$\begin{array}{ll} P \in \{P_1, \dots, P_k\} & \exists j. P = P_j \\ P \in \mathbf{U}(\tilde{P}_1, \dots, \tilde{P}_k) & \exists j. P \in \tilde{P}_j \\ P \in F_{\bowtie}(\tilde{P}_1, \dots, \tilde{P}_k) & P = F(P_1, \dots, P_k) \wedge \forall j. P_j \in \tilde{P}_j \end{array}$$

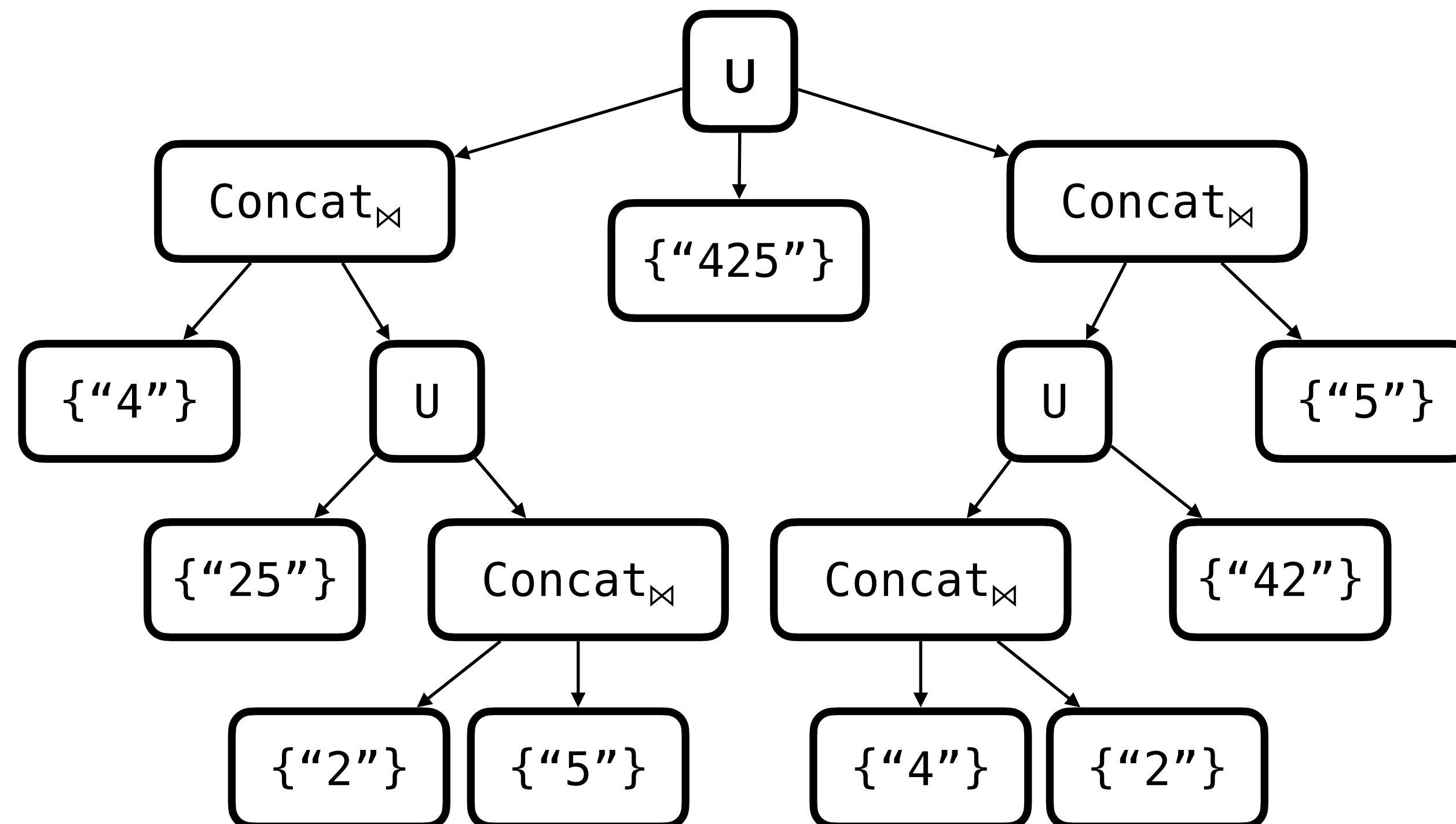
- Example:





# Example

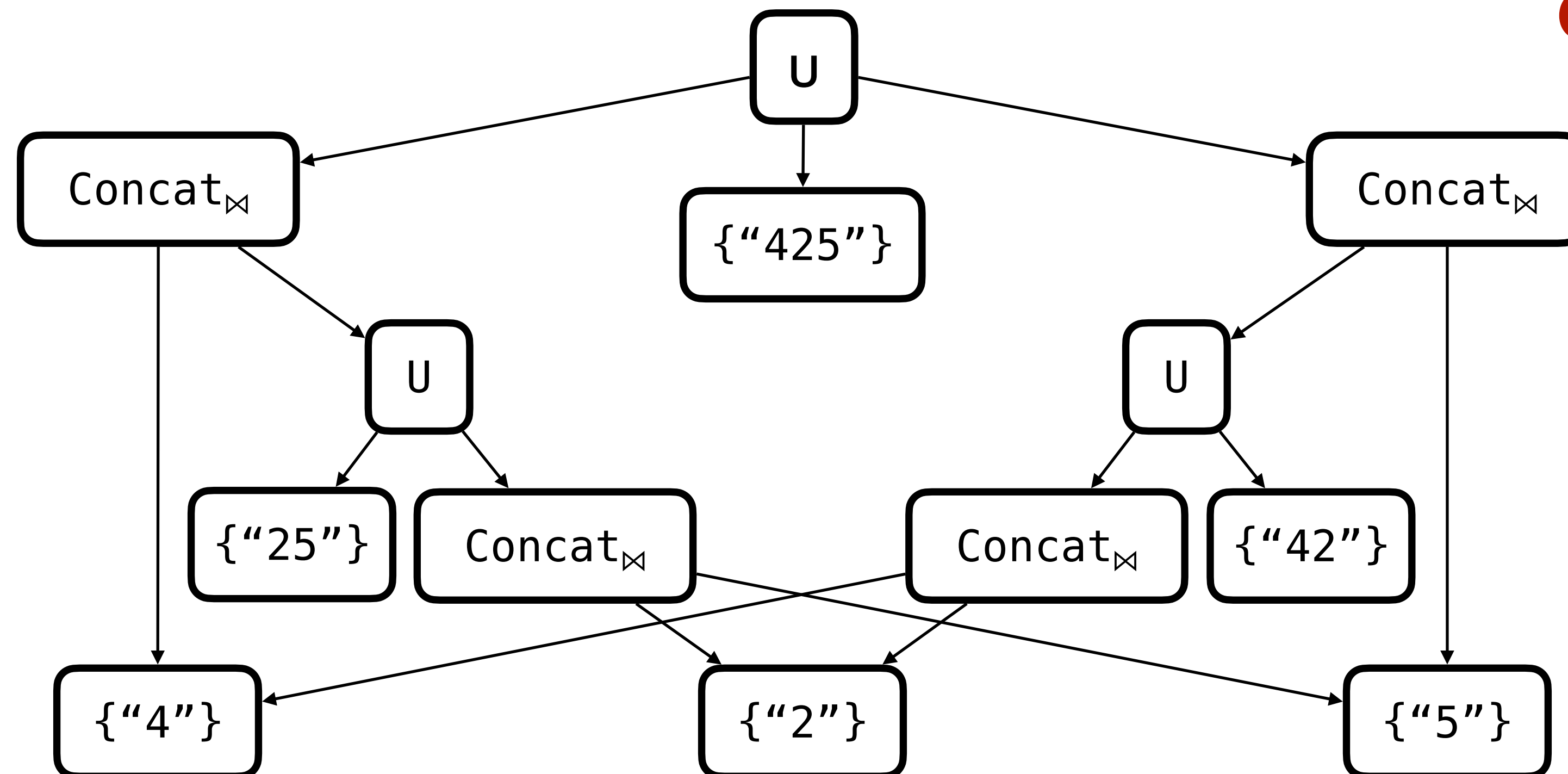
- Grammar  $S \rightarrow \text{ConstStr} \mid \text{Concat}(S, S)$
- A set of program that returns “425”



# Example

- Grammar  $S \rightarrow \text{ConstStr} \mid \text{Concat}(S, S)$
- A set of program that returns “425”

**Optimization!**

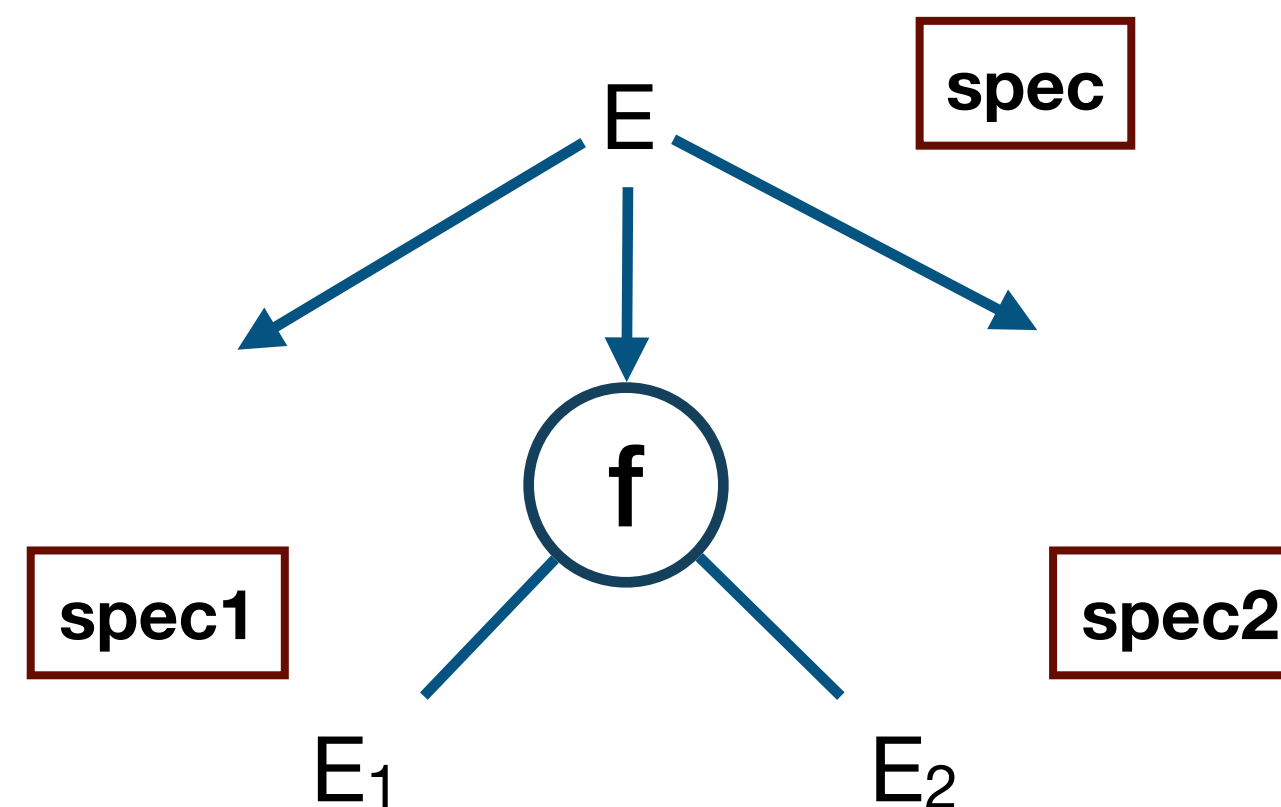


# Efficiency

- Represent potentially exponential program sets in polynomial space
  - $V(VSA)$  : # nodes in VSA
  - $|VSA|$  : # programs in VSA
  - $V(VSA) = O(\log|VSA|)$
- E.g., millions of programs  $\Rightarrow$  hundreds of nodes

# TDP with VSA

- Given a spec and a production, infer specs for subprograms (divide-and-conquer)
  - When  $f\langle E_1, E_2, \dots, E_n \rangle (\text{In}) = \text{Out}$  where  $E_i$  is a subprogram
  - What is the spec for each  $E_i$ ?

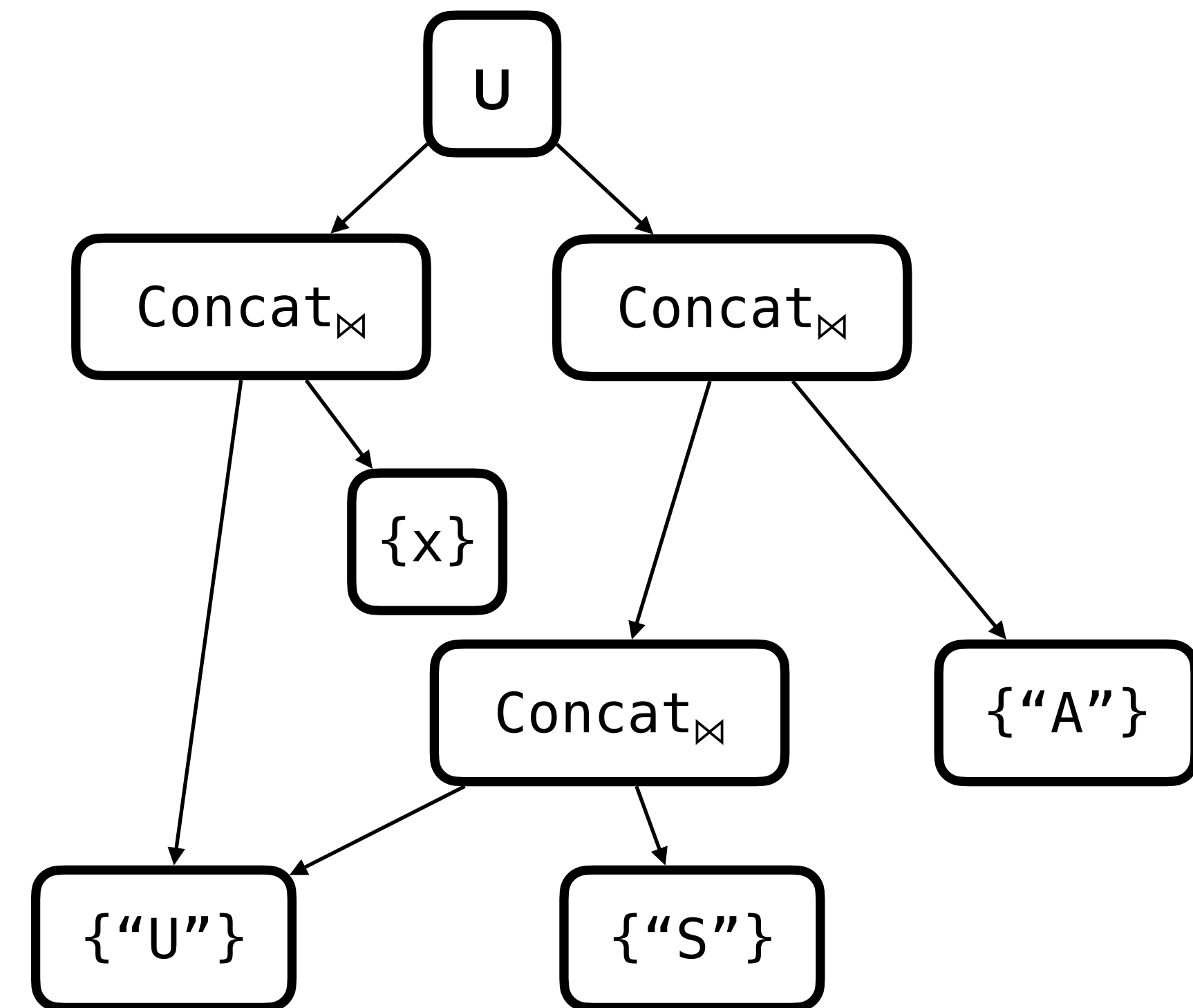
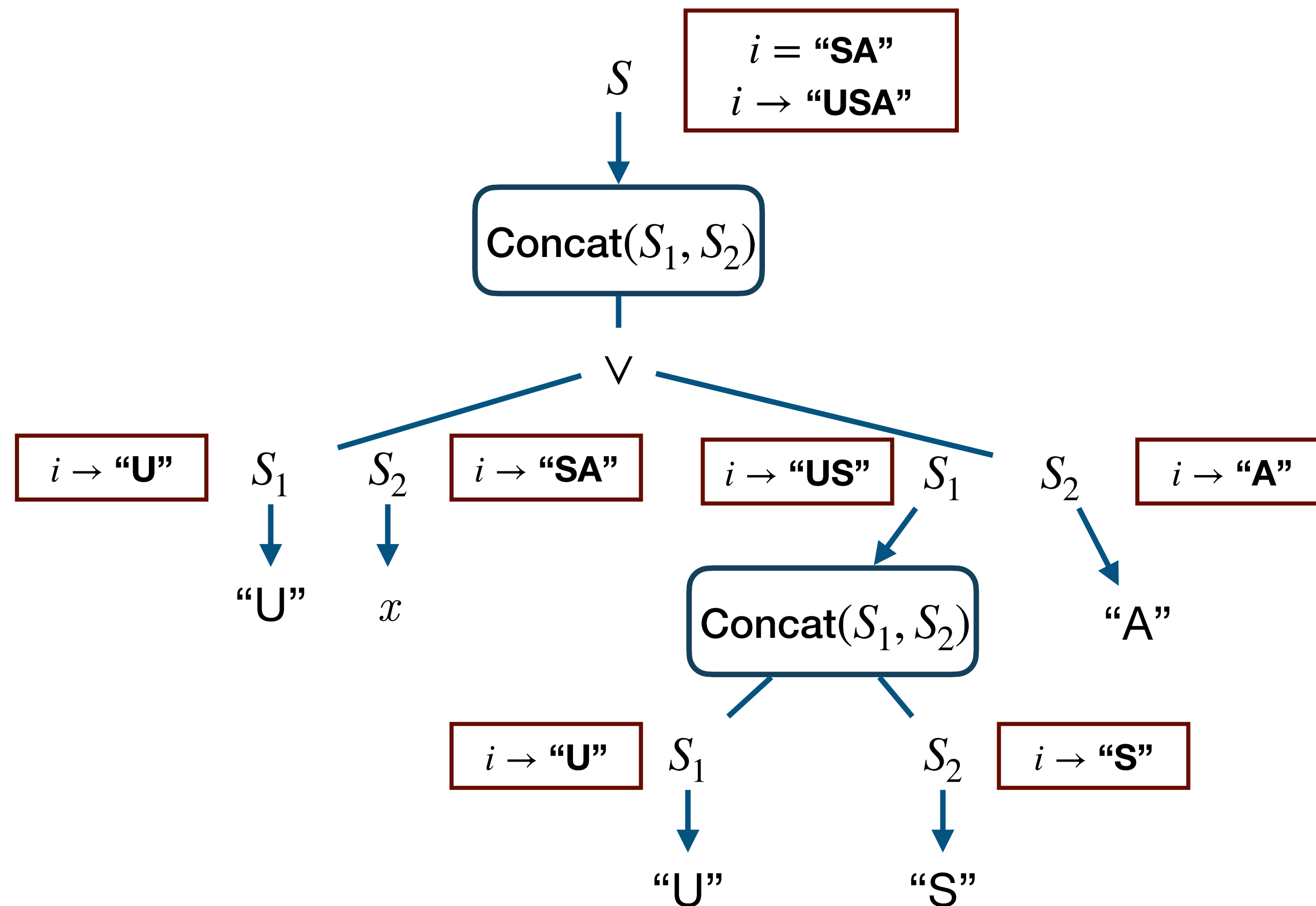


# Example

- Grammar:  $S \rightarrow ConstStr \mid x \mid Concat(S, S)$
- Specification:  $f("SA") = "USA" \wedge f("AE") = "UAE"$
- Inverse set:
  - $Concat^{-1}("USA") = \{("U", "SA"), ("US", "A")\}$
  - $Concat^{-1}("UAE") = \{("U", "AE"), ("UA", "E")\}$

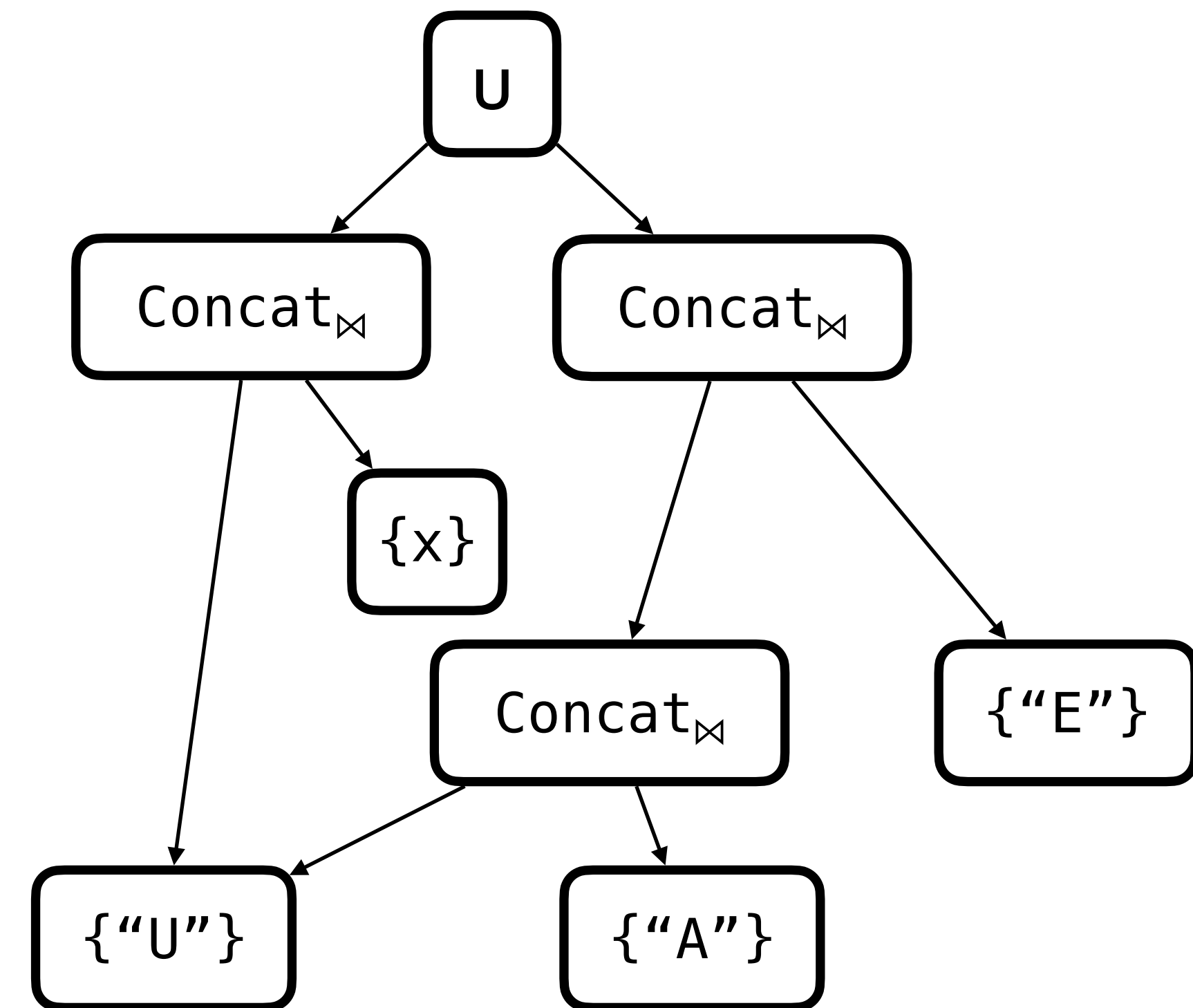
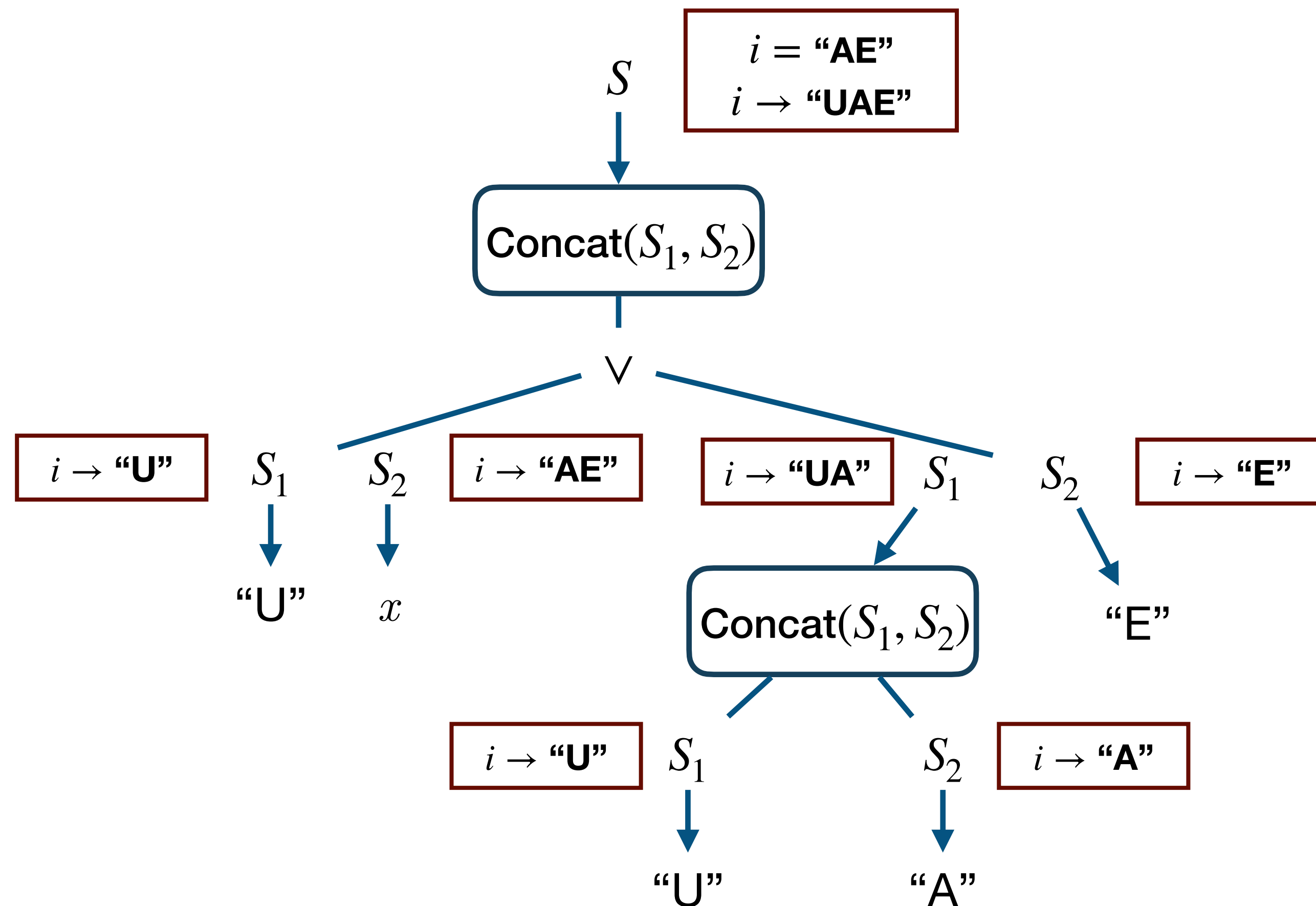
# Step 1-1: Learn

- Top-down propagation with one example



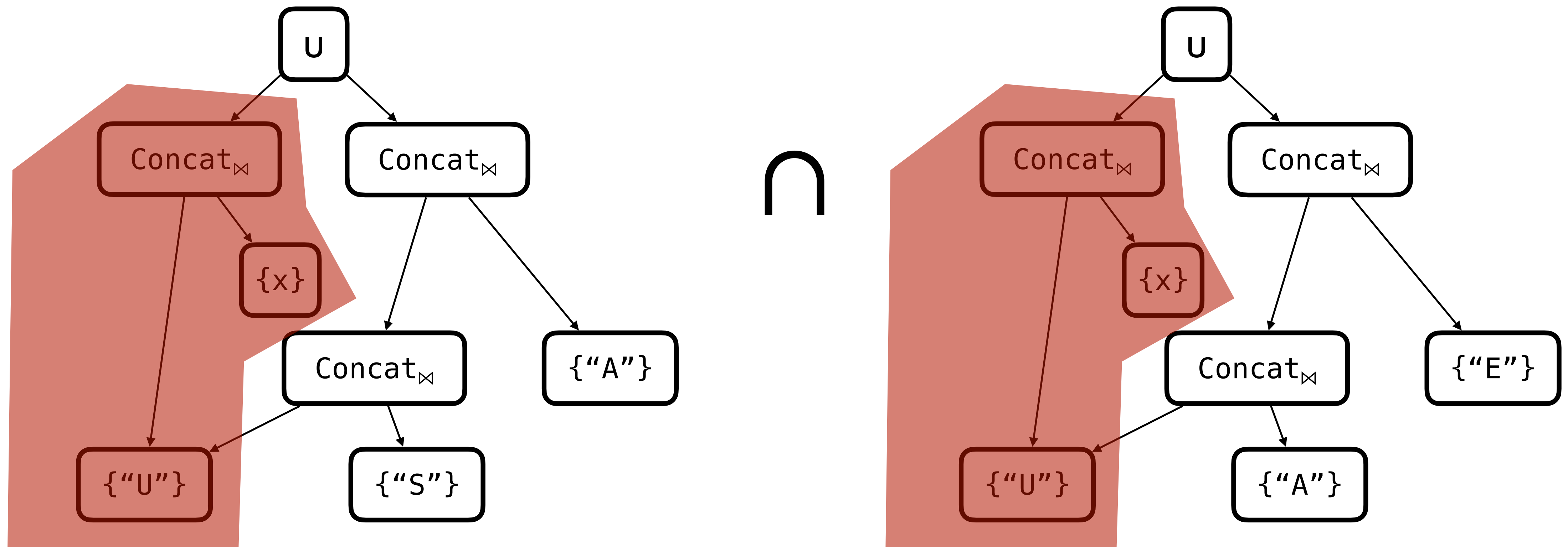
# Step 1-2: Learn

- Top-down propagation with next example



# Step 2: Intersection

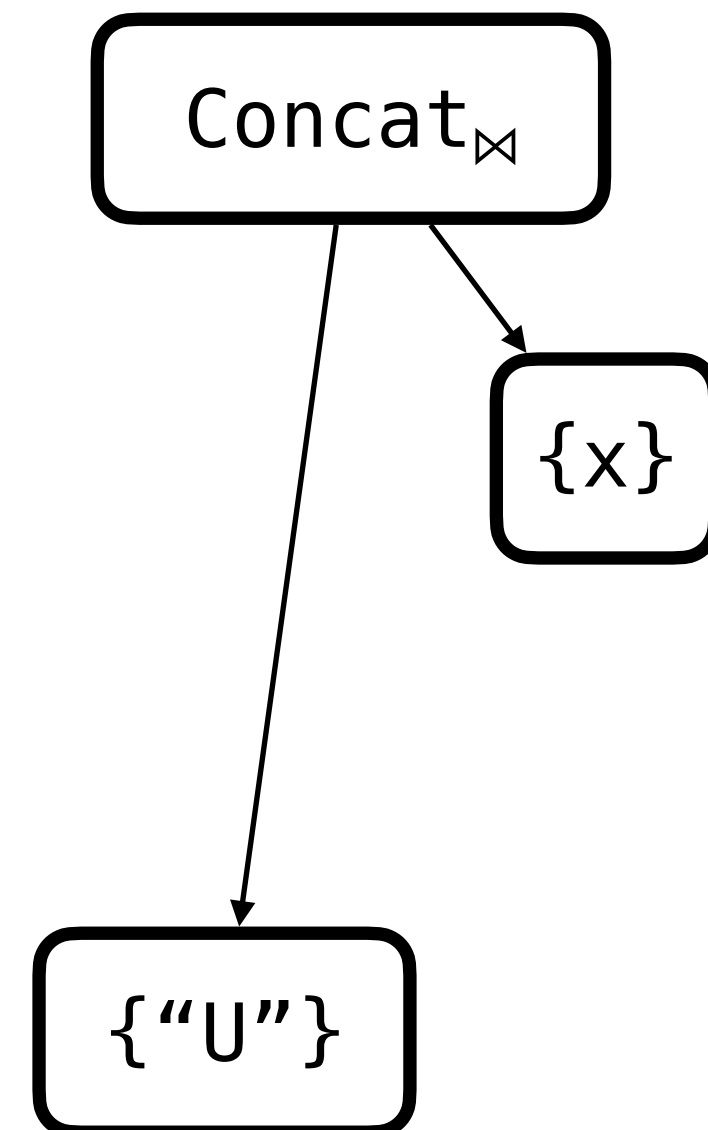
- Intersection of two version spaces





# Step 3: Pick

- Pick a desired program



`Concat("U", x)`

# Example

- Grammar:

$S \rightarrow C \mid X \mid \text{Concat}(S, S) \mid \text{SubStr}(X, I, I) \mid \text{At}(X, I)$

$I \rightarrow K \mid \text{IndexOf}(X, C, K) \mid \text{Length}(X)$

$C \rightarrow \text{" " } \mid \text{" " }$

$X \rightarrow x$

$K \rightarrow 0 \mid 1$

SubStr(s, i, n): longest substring of s of length at most n at i  
E.g., SubStr("KAIST", 3, 5) = "ST"

- Specification:  $f(\text{"Kihong Heo"}) = \text{"K Heo"} \wedge f(\text{"Gildong Hong"}) = \text{"G Hong"}$

- Solution:  $f(x) = \text{Concat}((\text{At}(x, 0), \text{Substr}(x, \text{IndexOf}(x, \text{" "}, 0), \text{Length}(x))))$

- Inverse set:  $\text{Concat}^{-1}(\text{"K Heo"}) = \{(\text{"K"}, \text{" Heo"}), (\text{"K "}, \text{"Heo"}), (\text{"K H"}, \text{"eo"}), \dots\}$

$\text{At}^{-1}(\text{"K"}) = \{(x, 0)\}$

$\text{SubStr}^{-1}(\text{" Heo"}) = \{(x, 7, 4), (x, 7, 5), \dots, (x, 7, 10)\}$

$\text{IndexOf}^{-1}(7) = \{(x, \text{" "}, 0)\},$

$\text{Length}^{-1}(10) = \{x\}$

(x, 7, n) where n > 10 never possible  
according to the grammar

# Pros and Cons

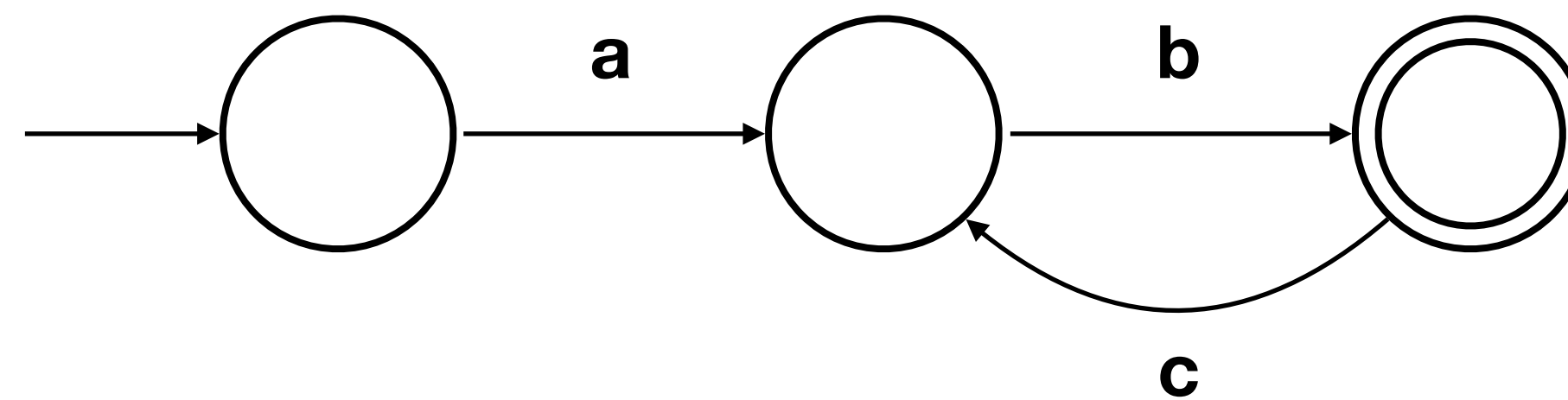
- Pros: efficient
  - Applications: Excel, VSCode, etc
  - See <https://www.microsoft.com/en-us/research/group/prose/>
- Cons: not always applicable
  - Efficiently computable inverse function
  - Finite inverse set

# Representation-based Search

- Idea:
  - Build a data structure that concisely represents a set of programs
  - Extract solutions from that data structure
- Two well-known methods
  - Version space algebra (VSA)
  - Finite tree automata (FTA)

# Automata

- Abstract models of machines
  - Computation: given an input, move through a series of states
  - Interest: the computation eventually halts at certain final states
- Many instances
  - Finite automata, push-down automata, ..., Turing machine
- Example



$\{ab, abc, abcc, abcc, \dots\} : abc^*$

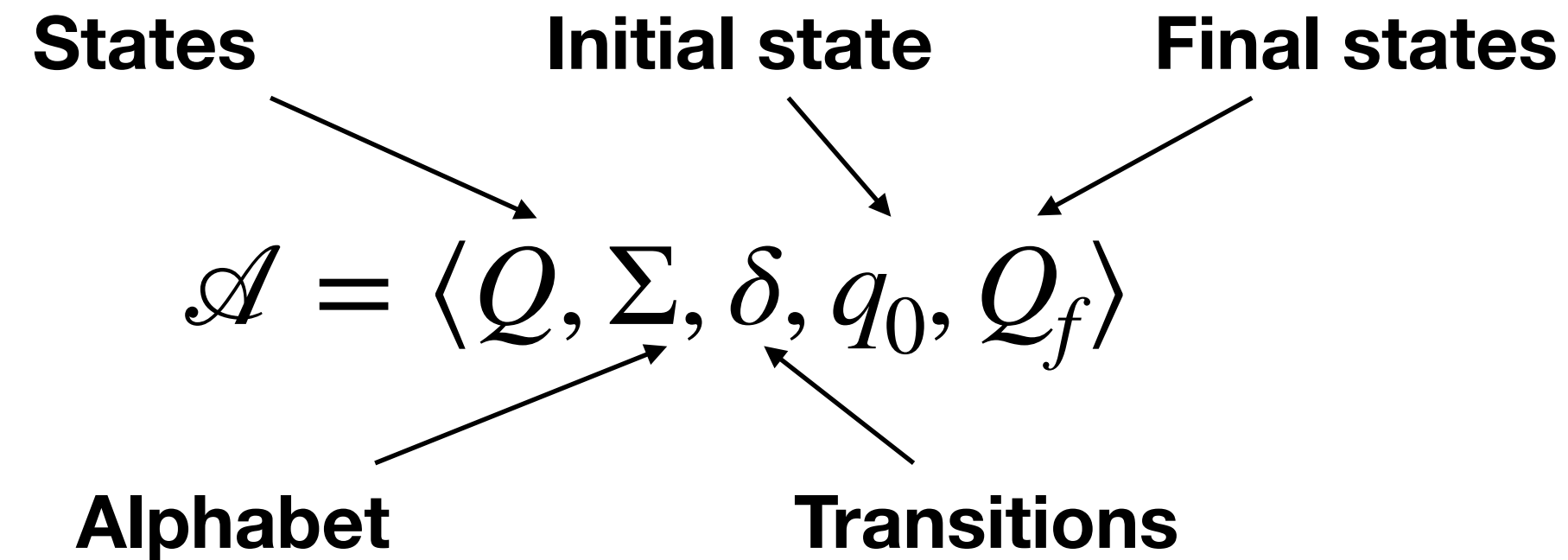
$S \rightarrow aA$

$A \rightarrow bB$

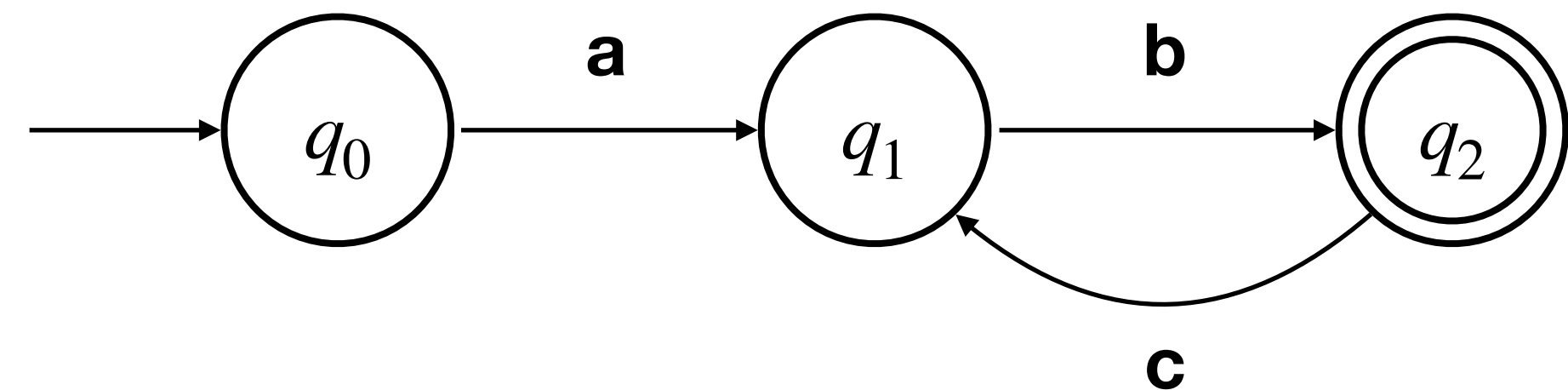
$B \rightarrow cA$

$B \rightarrow \epsilon$

# Example: Finite Automata

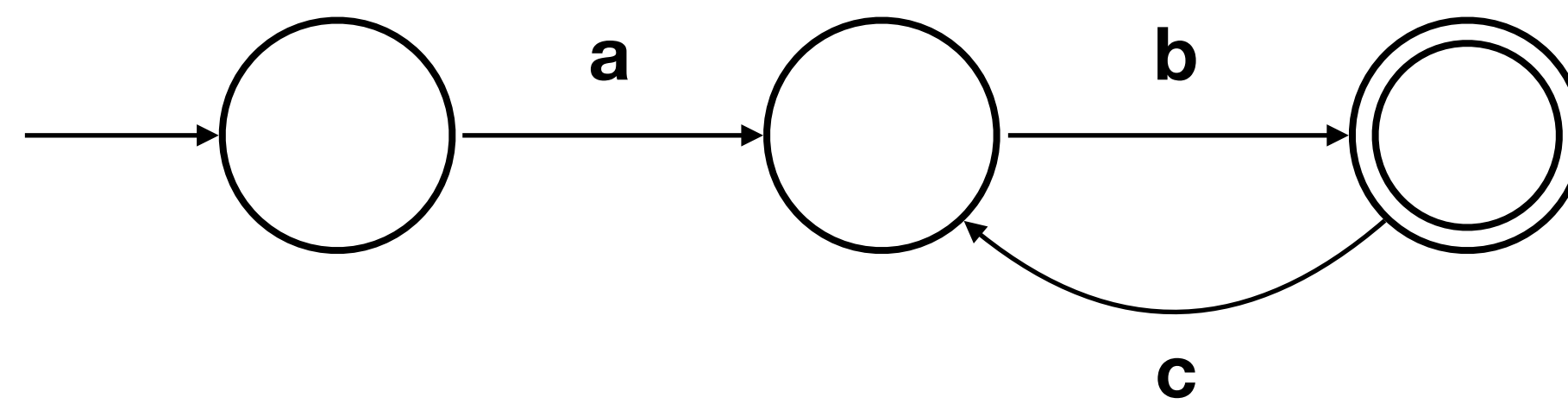


- $Q = \{q_0, q_1, q_2\}$  and  $Q_f = \{q_2\}$
- $\Sigma = \{a, b, c\}$
- $\delta = \{(q_0, a, q_1), (q_1, b, q_2), (q_2, c, q_1)\}$



# Why Automata in Synthesis?

- An automaton corresponds to a grammar
  - I.e., a set of input strings accepted by the automaton (or the grammar)
- A compact data structure for a set of programs
- Idea: bottom-up search via automata
  - Build the smallest automaton corresponding to a subset of the input grammar
  - Grow the automaton gradually according to the grammar



$\{ab, abc, abcc, abcc, \dots\} : abc^*$

$S \rightarrow aA$

$A \rightarrow bB$

$B \rightarrow cA$

$B \rightarrow \epsilon$

# Example

## Specification

Find a function  $f(x)$  where  $f(1) = 9$

## Grammar

$$N \rightarrow \text{id}(V) \mid N + T \mid N \times T$$

$$T \rightarrow 2 \mid 3$$

$$V \rightarrow x$$

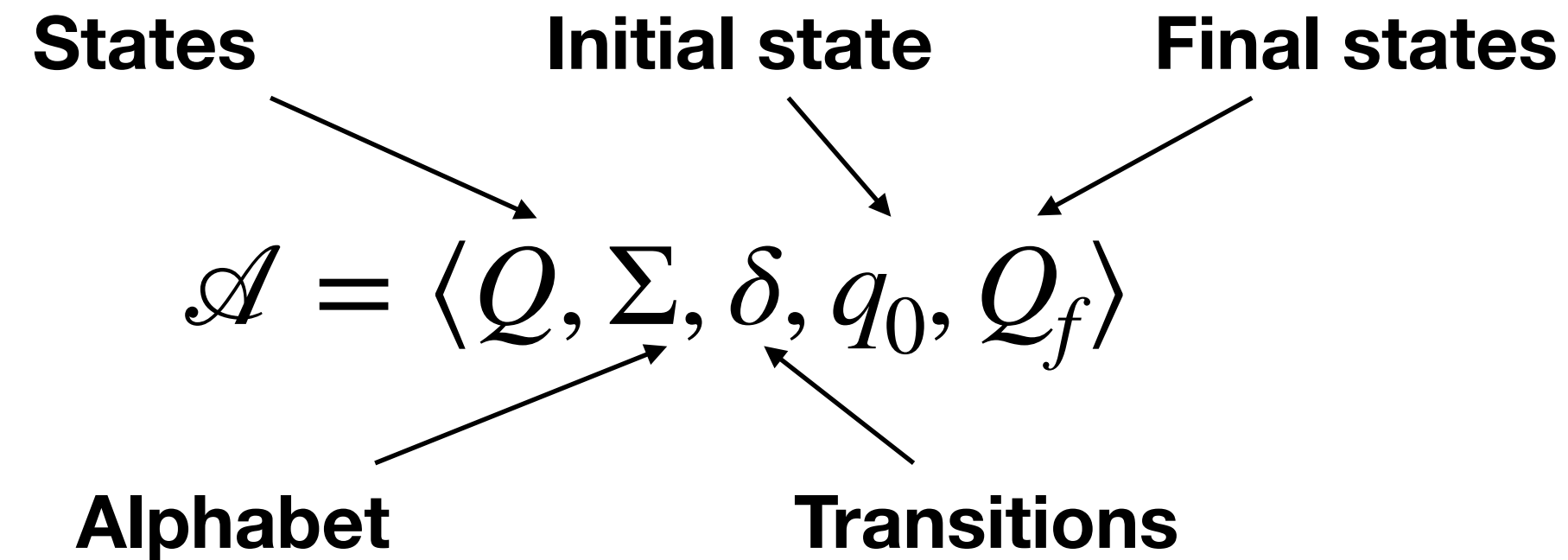
## Example

$$\text{id}(x) * 3 * 3$$

$$\text{id}(x) + 2 + 3 + 3$$



# Finite Tree Automata



- Example

Find a function  $f(x)$  where  $f(1) = 9$

$N \rightarrow \text{id}(V) \mid N + T \mid N \times T$

$T \rightarrow 2 \mid 3$

$V \rightarrow x$

$Q = \{N, T, V\} \times \mathbb{N}$

$Q_f = \{\langle N, 9 \rangle\}$

$\Sigma = \{\text{id}, +, \times\}$

$f(q_1, \dots, q_n) \rightarrow q$

$\delta = \{ \text{id}(\langle V, 1 \rangle) \rightarrow \langle N, 1 \rangle$   
 $+ (\langle N, 1 \rangle, \langle T, 2 \rangle) \rightarrow \langle N, 3 \rangle$   
 $\times (\langle N, 1 \rangle, \langle T, 2 \rangle) \rightarrow \langle N, 2 \rangle \dots \}$

# Bottom-up Search with FTA

## Specification

Find a function  $f(x)$  where  $f(1) = 9$

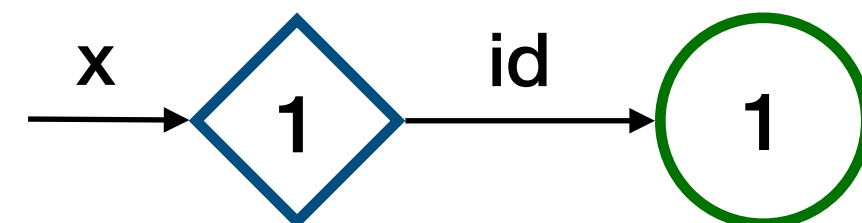
$$\delta = \{ \text{id}(\langle V, 1 \rangle) \rightarrow \langle N, 1 \rangle \\ + (\langle N, 1 \rangle, \langle T, 2 \rangle) \rightarrow \langle N, 3 \rangle \\ \times (\langle N, 1 \rangle, \langle T, 2 \rangle) \rightarrow \langle N, 2 \rangle \dots \}$$

## Grammar

○  $N \rightarrow \text{id}(V) \mid N + T \mid N \times T$

□  $T \rightarrow 2 \mid 3$

◇  $V \rightarrow x$



$\text{id}(\langle V, 1 \rangle) \rightarrow \langle N, 1 \rangle$

# Bottom-up Search with FTA

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Find a function  $f(x)$  where  $f(1) = 9$

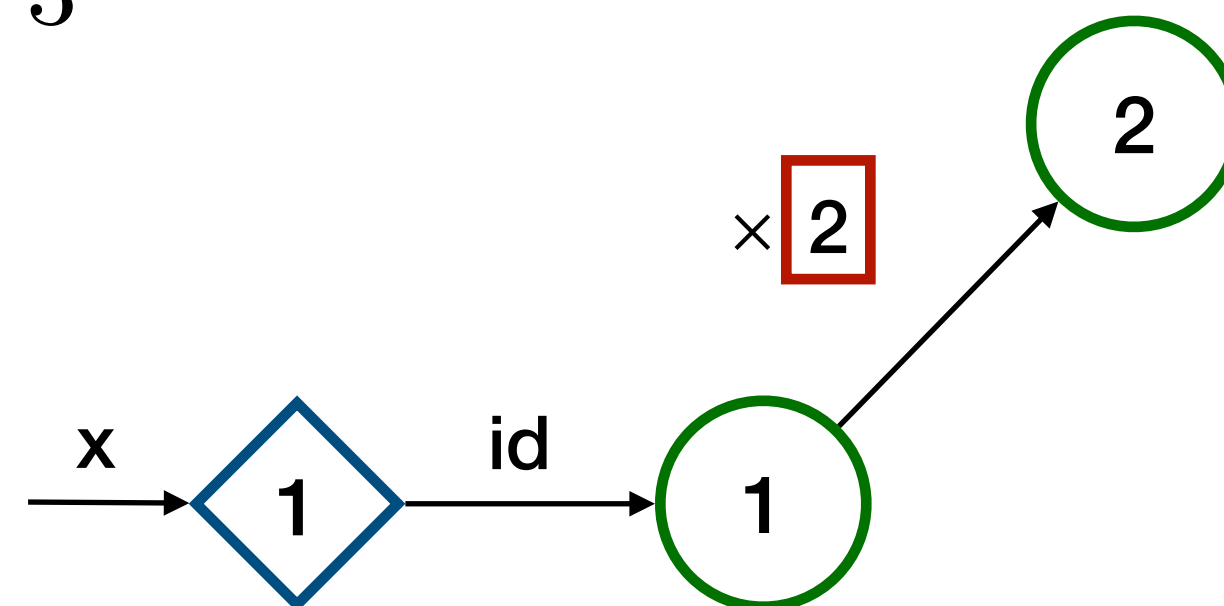
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## Grammar

○  $N \rightarrow \text{id}(V) \mid N + T \mid N \times T$

□  $T \rightarrow 2 \mid 3$

◇  $V \rightarrow x$



$\times(\langle N, 1 \rangle, \langle T, 2 \rangle) \rightarrow \langle N, 2 \rangle$

# Bottom-up Search with FTA

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Find a function  $f(x)$  where  $f(1) = 9$

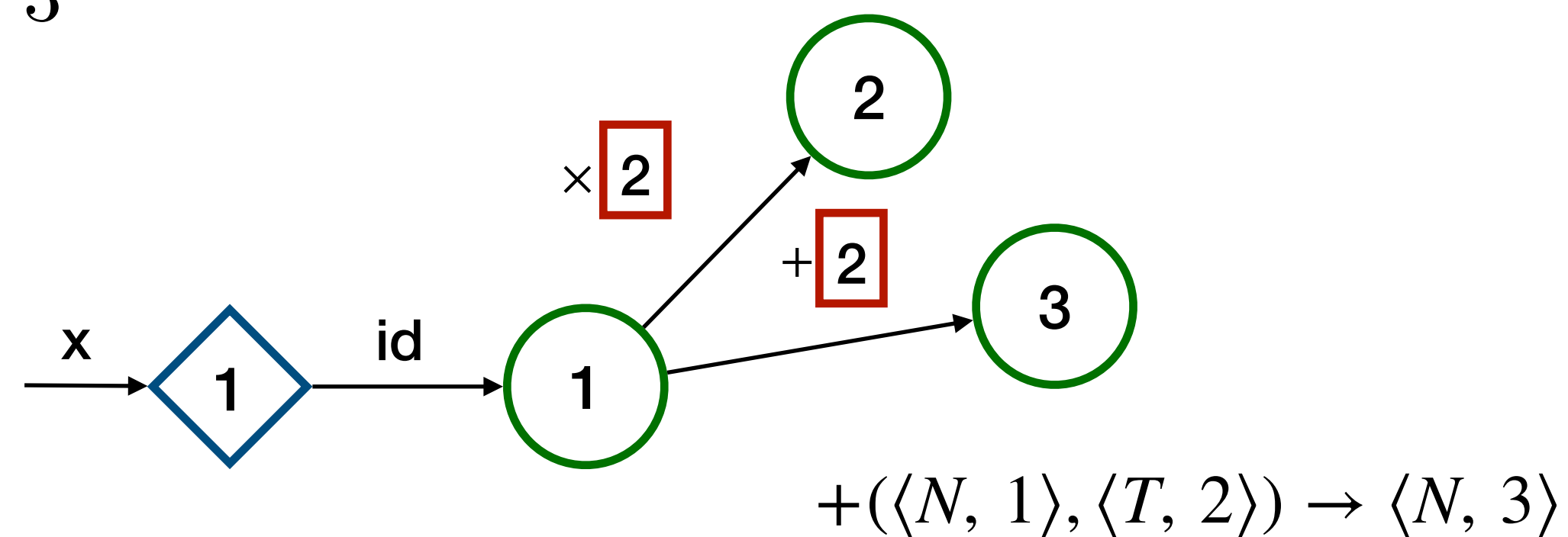
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## Grammar

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# Bottom-up Search with FTA

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Find a function  $f(x)$  where  $f(1) = 9$

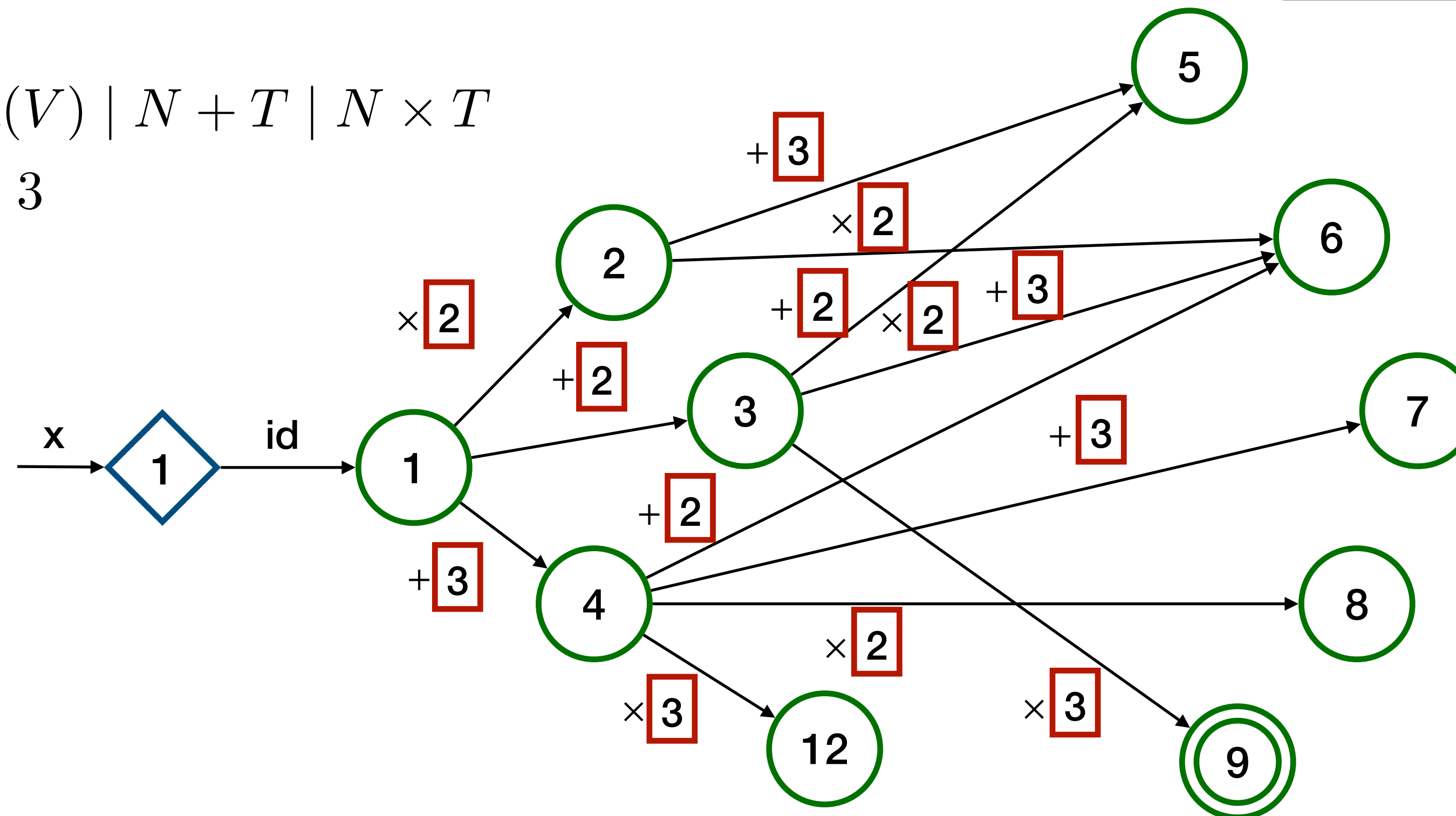
$$\delta = \{ \text{id}(\langle V, 1 \rangle) \rightarrow \langle N, 1 \rangle \\ +(\langle N, 1 \rangle, \langle T, 2 \rangle) \rightarrow \langle N, 3 \rangle \\ \times(\langle N, 1 \rangle, \langle T, 2 \rangle) \rightarrow \langle N, 2 \rangle \dots \}$$

## Grammar

○  $N \rightarrow \text{id}(V) \mid N + T \mid N \times T$

□  $T \rightarrow 2 \mid 3$

◇  $V \rightarrow x$



# Summary

- Representation-based search
  - Search with space-efficient data structure
  - Represent multiple programs within a simple representation
- Combination with other search strategies
  - Version space algebra + top-down search (TDP)
  - Finite tree automata + bottom-up search